# .hack//G.U.™

## Vol.3 // Redemption™

TEEN
T
CONTENT RATED BY ESRB

BANDAI NAMCO™ Games

## ⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

**READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

---

**Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

---

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

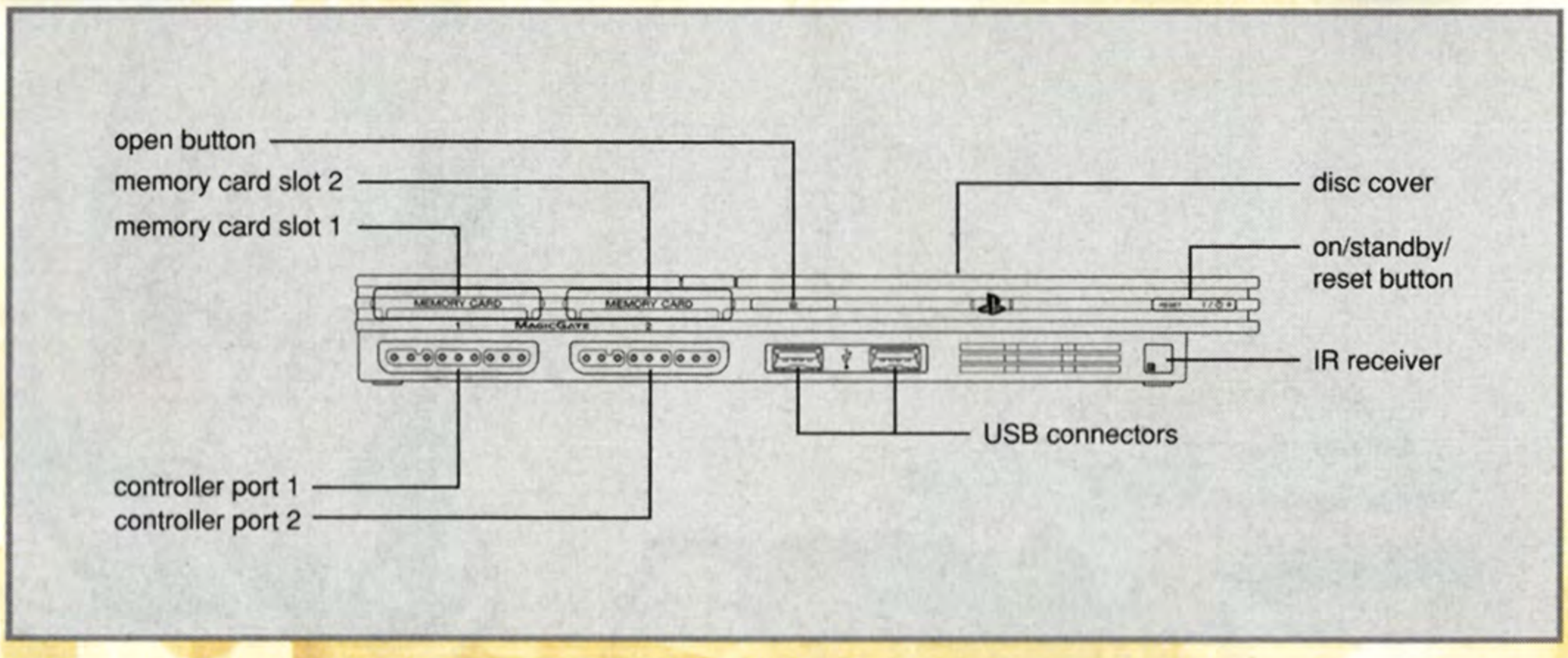
**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

# CONTENTS


Getting Started ..... 2
Starting Up ..... 3
Starting the Game ..... 4
Desktop ..... 5
Front Page ..... 9
Root Town ..... 11
Areas ..... 19
Battle Mode ..... 22
Guild ..... 32
Crimson VS ..... 34
Credits ..... 36
Warranty ..... 37

# GETTING STARTED




Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the **.hack®//G.U.™ Vol. 3: Redemption™** disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

## MEMORY CARD (8MB)(FOR PLAYSTATION®2)

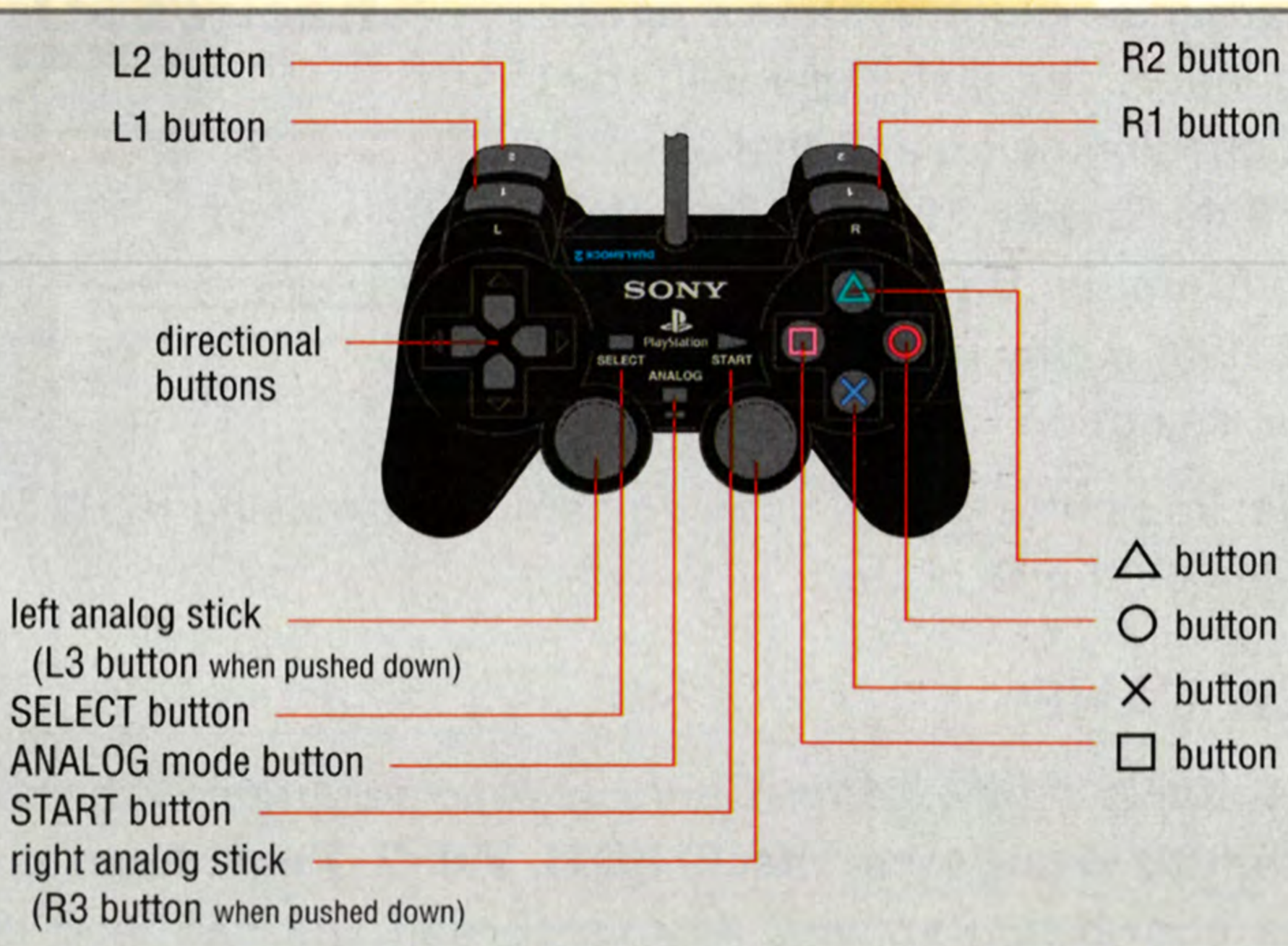
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

### When Saving for the First Time

Saved data for this game will be created on your memory card (8MB)(for PlayStation®2). Insert the memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 or slot 2. When the "Create a Save File" confirmation screen appears, select "Yes" and confirm your selection with the ⊗ button.

# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS




## DESKTOP/FRONT PAGE

Directional buttons (or left analog stick) ..... Menu navigation/Item selection
⊗ button ..... Confirm selection
◎ button ..... Cancel selection
SELECT button ..... Move cursor onto The World
START button ..... Hide icons (view background wallpaper)

## THE WORLD

L1 button ..... Gather party members (only in fields/dungeons)
L2 button ..... Reset camera
R1 button ..... Skill Trigger (Only in battle); Data Search
R2 button / R3 button ..... Switch view
Directional buttons ..... Switch target/Menu navigation/Item selection
Left analog stick ..... Move/Menu navigation/Item selection
Right analog stick ..... Operate camera
△ button ..... Open menu
□ button ..... Awakening (in battle)
Mount and dismount Steam Bike
Brake (only when moving in towns and fields)
⊗ button ..... Attack/Confirm Selection/Accelerate (when riding Steam Bike)
◎ button ..... Guard/Cancel Selection/Close Map (when displaying large map)/
Dash (press twice; can be used after a certain event)
SELECT button ..... Switch Map
START button ..... Game Options

* Only the DUALSHOCK®2 ANALOG CONTROLLER is supported by this software. Operation using any other controller cannot be guaranteed.
* Only controller port 1 is supported.
* ANALOG mode on the analog controller can be activated by pressing the ANALOG Mode button, which will turn the LED display red. If the LED display is not lit, the left and right analog sticks cannot be used.
* The vibration feature on the analog controller is set under Game Options ➡ Vibration ➡ ON/OFF.

# STARTING THE GAME

Turn on the PlayStation®2 computer entertainment system's power and insert the disc. This will start the opening demo and then display the Title Screen. Use the directional buttons or the left analog stick to select a play mode, and confirm your selection with the ⊗ button.

Note: You can skip the opening demo by pressing the START button or the ⊗ button.

## NEW GAME

This starts a new game. Confirm your selection with the ⊗ button to display the "**.hack//G.U. Vol. 2: Reminisce**" clear data conversion screen. At this screen you can load data from "**.hack//G.U. Vol. 2: Reminisce**" to play with your characters as they were when you completed the game. In order to do this, insert a memory card (8MB)(for PlayStation®2) containing Vol. 2 clear data into MEMORY CARD slot 1 or slot 2, and choose "Yes". After confirming the conversion of data, the opening movie will play and the game will begin.

Note 1: You can skip the opening movie by pressing the START button and using the ⊗ button to select "Yes" in the menu that appears.

Note 2: It is still possible to start the game without "**.hack//G.U. Vol. 2: Reminisce**" clear data.

## OPTIONS

This allows you to change different types of game settings.

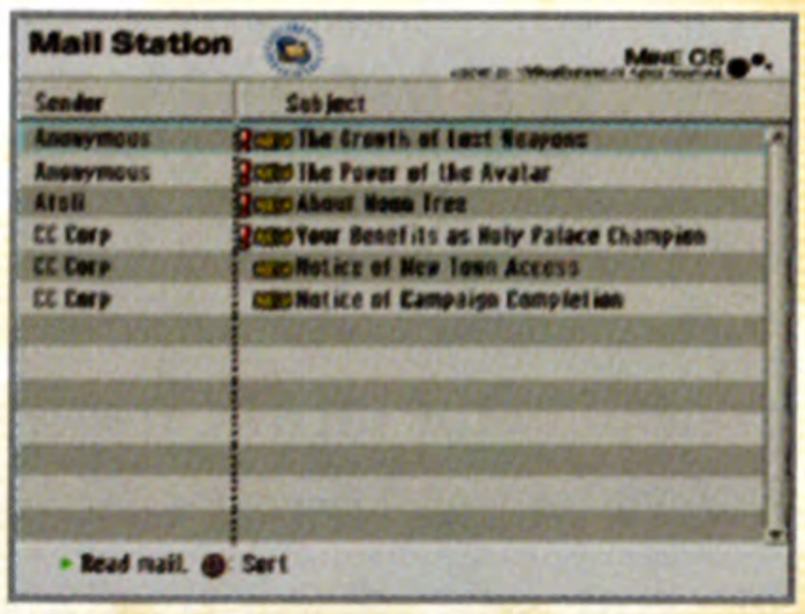
**Game Options:** Various game settings.
**Adjust Display:** Allows you to adjust the position of the screen.
**Sound:** Allows you to adjust the sound settings.

# DESKTOP

From the Desktop you can check your e-mail, view forums and news, save game data and enter the Front Page of The World. Use the directional buttons or the left analog stick to make your selection on the menu and confirm your selection with the ⊗ button.

## THE WORLD

This takes you to the Front Page of The World.




## MAIL STATION

Choose this option to check your e-mail and send greeting cards. New e-mails are designated "NEW", and the important ones are marked "!NEW". Read e-mail using the same controls as used on the Desktop. You can send greeting cards to people to get on their good side, and you can see how much they like you by looking under "Address" in the Mail Station. You can read more information on this subject under "Affection Gauge" on page 15. For information on obtaining greeting cards, please see "The Book of 1000" on page 33.

Note 1: When you're playing on data converted from a Vol. 2 save file, you can view e-mails received in Vol. 1 and Vol. 2 in the mail archive by pressing the △ button.

Note 2: You can press the ⊗ button to respond to certain e-mails.

# DESKTOP

## CRIMSON VS

This allows you to play the card game "Crimson VS". Please see page 34 for more details.

## NEWS CAPTURE

Here you can look at news articles, video clips and online news programs. The latest news is marked "NEW". Use the directional buttons or the left analog stick to select news that you want to read and confirm your selection with the ⊗ button. Use the up and down directional buttons or the left analog stick to scroll the news display.

News Capture
NEAR-enter
Topics
Village May Fall
The International Space Development Group announced difficulties for the International Space Station "Village" today. (Co-Op Communications)
Viewing news. : Go to Link : Help

## COMMUNITY FORUM

This allows you to read bulletin boards that provide everything from strategic information to the latest gossip. Use the directional buttons or the left analog stick to select what you want to read from the five bulletin boards and confirm your selection with the ⊗ button. New postings are designated "NEW", and the most important ones are marked "!NEW". Once you have opened a thread, you can read all the messages in that thread by pressing the △ button. Some posts on the forum also include replies.

**The World Board:** This is a board where general topics in The World, such as how to play and winning strategies, are discussed.

**Crimson VS Board:** This is a board where you can find instructions and strategies for the card game "Crimson VS".

**News Board:** This board is mainly devoted to the news of the year 2017.

**Rumors Board:** This is a board where you can find rumors related to The World.

**Apkallu:** This is a board for images related to The World. Use the ⊗ button to read the bulletin board. Whenever there is a new post, the "Enter" icon will be marked "NEW". Posts with a "!" displayed next to them contain submitted images. Press the ⊗ button to expand image thumbnails to their full size. You can also use these images as Desktop wallpaper. Wallpaper settings can be set from the Desktop screen's "Accessories" option.

## MOVIE PLAYER

This allows you to view movies that you have collected. Use the directional buttons or the left analog stick to select the movie you want to view, then press the ⊗ button to play the movie. See "The Book of 1000" on page 33 for information about obtaining movies to view.

# DESKTOP

## ACCESSORIES

Here you can change options such as the background music and the Desktop wallpaper. Use the directional buttons or the left analog stick to select "BGM" or "Background" and confirm your selection with the ⊗ button. See "The Book of 1000" on page 33 for information on how to acquire different types of wallpaper and background music.

**BGM:** Move the cursor with the directional buttons or the left analog stick to make your music selection and confirm your selection with the ⊗ button.

**Background:** You can pick a wallpaper under "BG Setting" and change the wallpaper colors under "Color Setting". Wallpaper settings are selected in the same way as you select background music. To change the wallpaper color, use the up and down directional buttons or the left analog stick to select the item you want to change. Press the ⊗ button, then use the left and right directional buttons or the left analog stick to change the setting. Once the setting is changed, move the cursor to "Confirm" and press the ⊗ button.

## DATA MANAGER

Use the Data Manager to save and load game data.

# FRONT PAGE

The Front Page is displayed when you select The World from the Desktop. Use the directional buttons or the left analog stick to make a menu selection, and confirm your selection with the ⊗ button.

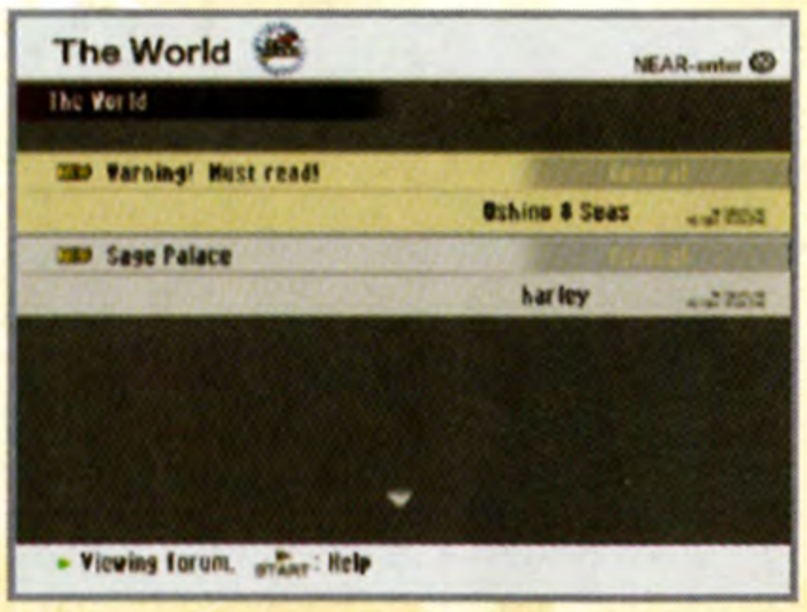
## LOG IN

This option allows you to log in to The World.

## OFFICIAL SITE

This allows you to view The World's official website, where you can get information about people's views of The World, its history, types of PCs and NPCs, jobs, and CC Corp announcements. Select the item you wish to read with the directional buttons or the left analog stick and confirm your selection with the ⊗ button.

## OFFICIAL FORUM




This is The World's official forum. You can view game strategies and a wide variety of other information exchanged among users. Select the thread that you want to read using the directional buttons or the left analog stick and press the ⊗ button to display the message titles posted under that thread. Select what you want to read and confirm your selection with the ⊗ button. New postings are designated "NEW", and the most important ones are marked "!NEW". Once you have opened a thread, you can use the △ button to read all the messages in that thread.

## QUIT

This allows you to return to the Desktop.

## OPTIONS MENU

Log in to The World and press the START button to display the Game Options Menu, which allows you to change the game settings. Use the up and down directional buttons or the left analog stick to select the item you wish to change and either use the left and right directional buttons or the left analog stick to change the setting.

**Vibration Function:** Set to ON or OFF.

**Camera Type:** Select from one of the following four types: AA, AB, BA or BB.

**Cursor Memory:** Set to ON or OFF.

**End Settings:** Enables the selected settings and returns you to the game.

# ROOT TOWN

Select Log In from the Front Page to be warped to the Root Town. In towns you can form parties, purchase items in shops and take on new quests. Chaos Gates are portals to move to other servers (towns), fields and dungeons.

## TOWN SCREEN

On the Town Screen, press the SELECT button to switch map display options (normal display, enlarged display).

**Chaos Gates:** Warp to fields, dungeons or towns.

**Save Shop:** Save or load game data.

**Kiosk:** Buy and sell items.

**Quest Shop:** Take on new quests. (Only in Breg Epona.)

**@Home:** Go to the private room (the @Home) of each guild.

**Warp Point:** Warp to other warp points in the town.

Note: You cannot move while the enlarged map is displayed. Root Towns also contain structures which are not listed here. Press the ◉ button while the enlarged map is displayed to close the map display screen.

**Magic/Item Shop:** Buy and sell magic or items.

**Equipment Shop:** Buy and sell weapons, armor and accessories.

**Materials Shop:** Buy and sell materials needed to make customized weapons, armor and accessories.

**Bike Shop:** You can purchase bike parts for tune-ups here.

# ROOT TOWN

## MAIN MENU

Press the △ button to display the Main Menu. From the Main Menu you can log out, use skills and items, check your status and form parties. Use the directional buttons or the left analog stick to make your menu selection and confirm your selection with the ✕ button.

**Items:** You can use, dispose of and examine items, equipment, and key items in your possession. Use the L1 and R1 buttons to switch among party members and the left and right directional buttons or left and right movement of the left analog stick to change the selected tab. Move the cursor over an item where ✕ button is displayed and press the ○ button to view detailed information about that item.

Note: Certain items cannot be used in towns.

**Skills:** You can check to see what spells and Arts each member is capable of. Use the L1 and R1 buttons to switch among party members and the left and right directional buttons or left and right movement of the left analog stick to change the selected tab.

Note: Skills cannot be used in towns.

**Changing Equipment:** This feature allows you to change your equipment. Select the equipment that you would like to change from among your currently equipped weapons, armor and accessories with the directional buttons or left analog stick and confirm your selection with the ⊗ button to display a list of all the equipment you possess. To change your equipment, select and confirm an article from the list of items that you are allowed to use at your current level (shown in white). Parameters that will increase from an equipment change are shown in yellow, while those that will decrease are shown in purple. Press the ■ button to display detailed information about the equipment you've selected with the cursor.

When organizing your party, you can change equipment for all of your party members by pressing the L1 and R1 buttons to switch the character whose equipment you're viewing. Also, Haseo can equip multiple weapons. In this case, the option "Set main weapon" will appear, allowing you to designate a weapon as the weapon that Haseo will equip at the beginning of battle.

1. **Current Equipment**
2. **Equippable Items in Your Possession**
3. **Equipment Abilities**
4. **Equipment Parameters**
5. **Equipment Description**

## EQUIPMENT WEAKNESSES

Monsters and other opponents in battle have weaknesses to certain kinds of weapons. These weaknesses are reflected in the amount of damage that the weapons deal to the opponents when struck. Skills to which enemies are weak will cause the Skill Trigger panel to blink.

**Customize:** You can customize your equipment (weapons, armor and accessories). Select the equippable item you want to customize and confirm your selection with the ⊗ button. Then select an ability slot where you wish to add an ability and press the ⊗ button. From the list of materials displayed, select the items you'd like to use to customize your equipment. Press the ⊗ button to add the ability to the equipment. Abilities can also be removed. Also, when organizing your party, you can change equipment customization for all of your party members by pressing the L1 and R1 buttons to switch the character whose equipment you're viewing.

**Skill Trigger:** Use the Skill Trigger to change the Arts you perform during battle. Select the Art you'd like to change and confirm your selection with the ⊗ button to move the cursor over to the list of Arts that you are currently able to use. Move the cursor to the Art you want to use and press the ⊗ button to select that Art. Haseo can use the Multi Triggers to assign Arts for all of the weapon types. See page 24 for more information on the Skill Trigger and Arts.

## STATUS

This allows you to check your current status. When organizing your party, use the L1 and R1 buttons to switch the party member whose status you're viewing. Press the ⊗ button to change pages and display a list of equipment.

1. **Displays current level, HP, SP and Affection Gauge. Boost your level by earning experience points in battle, which then in turn increases your various parameters.**
2. **Displays your job. The items that you can equip differ depending on your job.**
3. **Displays the name of the guild to which you belong and your guild rank.**
4. **Displays your skill level for each weapon.**
5. **Displays your current parameters.**
6. **Displays your current experience points and how many you need to advance to the next level.**
7. **Displays how much money you have and your party's current number of Chim Spheres.**

## AFFECTION GAUGE

The Affection Gauge indicates how a character feels about Haseo. You can change a character's Affection Gauge by embarking on adventures together, giving him or her presents and greeting cards or exchanging e-mails. When a character's Affection Gauge is high, certain special events can occur and battles with the character in your party may turn out better than usual. You are also likely to get good deals when trading with characters who like you, so it's to your advantage to keep the Affection Gauges high.

**Affection Gauge is low**
(merely an acquaintance)

**Affection Gauge is high**
(someone who cares about you)

**Lost Weapons:** This allows you to check your current Lost Weapons level, the number of Virus Cores needed to level it up, and how many Virus Cores you currently have.

### UPGRADING LOST WEAPONS

You can give Virus Cores to your Lost Weapon to upgrade it. At the Great Temple of Caerleon Medb, target the altar where the Lost Weapon is sealed, choose "Yes" and press the ⊗ button to upgrade the weapon.

**Quests:** This allows you to review the details of quests that you have currently undertaken.

### ABOUT QUESTS

Quests are events that occur when you accept contracts at Quest Shops. You can receive a wide variety of rewards by fulfilling the clear conditions of each quest. It is not possible to take on more than one quest at a time. If you'd like to take on a different quest from your current quest, you must first either complete or cancel your current quest.

**Awakening:** This allows you to set your Awakening for battles. Choose the mode you wish to set and confirm your selection with the ⊗ button.

**Strategy:** This allows you to set battle strategy for traveling in a party. Select the party member whose strategy you want to change with the directional buttons or left analog stick and confirm your selection with the ⊗ button to display the Strategy Menu. Select the strategy you wish to set and confirm your selection with the ⊗ button.

Note: The "Strategy" option in the Main Menu is not enabled if you have not formed a party.

**Memoir:** This allows you to review the adventures that you have had so far as well as the tasks that you need to do. Your memoirs are listed from newest to oldest. Make your selection using the directional buttons, left analog stick or the L1 and R1 buttons.

**Log Out:** This interrupts your experience in The World and returns you to the Front Page.

**Party:** You can invite up to two others to join your party if you know their member addresses.

**ONLINE:** Currently accessing The World and can be invited into your party.

**OFFLINE:** Not currently accessing the World.

**PARTY:** Currently in your party. These members may be also removed from your party.

**BUSY:** Currently engaged and unable to join a party.

## CHAOS GATES

Press the ⊗ button when you are near a Chaos Gate to display the Chaos Gate Menu. From the Chaos Gate Menu, select Warp Menu and press the ⊗ button to display the Warp Menu. This will allow you to warp to fields/dungeons or to other servers (Root Towns).

# ROOT TOWN

**Bookmark:** Enter area words that you obtain from e-mail, forums or through conversations with others. Select the area words you would like to use with the directional buttons or left analog stick and confirm your selection with the ⊗ button to display an explanation of that area. Press the ⊗ button again to warp. New area words added to the bookmark list will be marked "NEW".

**Area Word:** You can combine 3 area words to warp to the corresponding area. Select the words you want from the choices given and confirm your selection with the ⊗ button. Select the 1st, 2nd and 3rd area words. You can switch word parts with the left and right directional buttons or the left analog stick.

**Random:** This feature randomly combines the area words that you have acquired. Use the ⊗ or △ buttons to stop the roulette and display the level, element(s), mission and description of the randomly selected area. Press the ⊗ button to warp. Press the △ button to reselect words.

**Warp Record:** This displays the area words that you have warped to recently. Choose area words and confirm your selection with the ⊗ button to warp.

**Cancel:** Closes the Warp Menu.

**To Town:** This will take you to another server (town). Select a town and confirm your selection with the ⊗ button to warp.

# AREAS

Enter area words at a Chaos Gate to warp to fields or dungeons for adventures or to the private areas of powerful guilds. Press the △ button to display the Main Menu. The controls are the same as when in a Root Town. See "Main Menu" on page 12 for more details.

Note: The "Log Out" and "Party" options under Main Menu are not enabled in areas.

## FIELDS AND DUNGEONS

Gameplay in fields and dungeons involves fighting monsters while trying to complete your mission. Press the SELECT button to display the full-area map, then press the ⊗ button to view the mission information.

Note: When displaying the full-area map, press the ○ button to exit the map display.

## STEAM BIKE

**Riding the Steam Bike:** To get on the Steam Bike, press the □ button when the message "□: Ride Bike" is displayed in the lower-right corner of the screen. The Steam Bike is controlled using the left analog stick, the ⊗ button (Accelerate) and the □ button (Brake).

Note: Certain elements such as conversations and the Main Menu are not accessible while you are riding the Steam Bike.

# AREAS

**Engaging in Battle:** Approaching a monster will initiate battle, even while you are riding the Steam Bike. You can also sneak up on monsters while riding the Steam Bike and perform a surprise attack by crashing into them.

## STEAM BIKE TUNE-UPS

**Getting Parts:** You can get the necessary parts for tuning up your Steam Bike by purchasing them at a Bike Shop or receiving them after clearing "Bike Missions", which require you to use your Steam Bike to complete.

**Tuning Up Your Steam Bike:** Steam Bike tune-ups (replacements of parts) are carried out at a guild's @Home. For more information please see "Bike Factory" on page 32.

## CHIM DOORS

**Opening Chim Doors:** You will find Chim Doors in some areas within dungeons. Chim Doors can be opened by using a certain number of Chim Spheres. Put the cursor on a Chim Door and confirm by pressing the ⊗ button, and the number of Chim Spheres required to open the door will be displayed. If you choose "Yes" and confirm with the ⊗ button, the Chim Door will open. If you have fewer Chim Spheres than are required, you will be unable to open the Chim Door and will need to collect more Chim Spheres.

**Collecting Chim Spheres:** You can collect Chim Spheres by kicking the Chim Chims that appear in fields and dungeons.

## DATA SEARCH

In fields and dungeons, you may come across "Anomalous Data". Anomalous Data is a phenomenon that causes a lot of data noise around an area. Pressing the **R1** button here will perform a Data Search, allowing you to find the Anomalous Data. Target this data and press the ⊗ button.

# BATTLE MODE

## BATTLE

Battle begins when you come within a certain distance of a monster in a field or dungeon. Once battle begins, you are surrounded by a battle fence that prevents you from fleeing. However, you can use a Smoke Screen to make the battle fence disappear, allowing you to escape. Otherwise the battle will end once all of the monsters have been defeated, at which point you will receive experience points, money and items.

## BATTLE SCREEN

Once battle begins, the currently selected monster can be attacked. You can use the directional buttons to switch your target for attack to a different monster during battle.

1. **Morale Gauge:** Displays the amount of morale needed to invoke Awakening.
2. **Enemy Status:** Displays the names and HP of the selected monster.
3. **Combo Number:** Displays the number of consecutive hits made.
4. **Party Member Status:** Displays the HP and SP of each party member.

# BATTLE MODE

## HIT POINTS (HP) AND SKILL POINTS (SP)

If all party members' HP reach zero during battle, the game is over. SP are needed to cast spells and to perform Arts. Without the necessary amount of SP, you will no longer be able to perform these actions. Certain items will restore HP and SP. Spells can also be used to boost HP. SP will gradually be replenished on their own over time.

## SURPRISE ATTACKS

If you approach a monster without being detected, the target display will change from "⊗: Begin Battle" to "⊗: Surprise Attack". Press the ⊗ button to carry out a surprise attack.

## ATTACKS

**Regular Attacks:** Select a monster and press the ⊗ button to attack using your weapons. The amount of damage depends on the currently equipped weapon.

**Combo Attacks:** Press the ⊗ button multiple times to chain several regular attacks in succession.

**Skill:** General term used to refer to Arts and spells.

**Art:** A skill that involves a physical attack.

**Spell:** A skill that uses magic.

# BATTLE MODE

**Charge Attacks:** Hold down the ⊗ button and release it to unleash a powerful attack to blow away the monster's guard. When you hold down the ⊗ button, a gauge will appear. Continue holding it down until the gauge reaches MAX and release the button to attack.

**Skill Attacks:** You can launch an attack that makes use of your skills. Skill attacks can be initiated either from the Skill Trigger or from the Main Menu.

Note: You need SP to be able to perform skills.

## LEVEL 3 ARTS

Level 3 Arts refer to the Arts you acquire once your Skill Level for a weapon reaches 21. There is a level 3 Art for each type of weapon. Once you've acquired the level 3 Art for a weapon, whenever your Skill Level increases, your Arts will be upgraded to use less SP and decrease the minimum time between Skill Trigger uses.

## PERFORMING SKILLS FROM THE SKILL TRIGGER

Press the R1 button during battle to display the Skill Trigger Menu. Press any of the buttons shown in the Skill Trigger Menu to perform the Art that corresponds to that button. Performing Arts using the Skill Trigger has certain advantages, such as being able to deflect monster attacks and carry out a Rengeki Attack. Once the Skill Trigger Menu is displayed, you have only a certain amount of time to make your selection before the menu disappears and you are returned to the Battle Screen. You cannot cast spells from the Skill Trigger Menu.

# BATTLE MODE

## PERFORMING SKILLS FROM THE MAIN MENU

Press the △ button during battle to display the Main Menu. Select "Skills" from the menu and confirm your selection with the ⊗ button to display a list of skills. The skills that are available to you will appear in white. Select the skill that you want to use and press the ⊗ button. Then select the opponent against which you want to use the skill and press the ⊗ button to perform it. When performing a skill from the Main Menu, you also have the option of using other party members' skills.

## ABOUT DOUBLE TRIGGER

By fulfilling certain objectives, you can gain the ability to use the Double Trigger. This allows you to deal further damage after performing an Art with a "dual gun" attack. Perform an Art from the Skill Trigger, then press the R1 button after you complete the Art to launch a follow-up Double Trigger.

**Rengeki:** This feature allows you to greatly boost the power of your attacks. When you use a certain number of combos on a monster, blue and purple rings will appear. Perform a skill attack using the Skill Trigger before the rings disappear to perform a Rengeki Attack, a more powerful version of the selected Art. You will earn a Rengeki bonus in the form of experience points for each Rengeki Attack you carry out during battle.

# BATTLE MODE

**Awakening:** This allows you to invoke special strength during battle. There are three types of Awakening: Beast Awakening, Demon Awakening and Avatar Awakening.

Press the ● button when the Morale Gauge in the upper-right part of the screen is at the required level to enter Awakening Mode. Your morale will continue to decrease as long as you stay in Awakening until it is completely depleted, at which point you will return to your normal state of consciousness. You can build up morale by successfully performing "Rengeki Attacks".

### Beast Awakening

The special strength gained from this Awakening affects all party members, greatly energizing their attack power and movement speed. It also makes you immune to opponent counterattacks.

Note: Beast Awakening can be initiated with a Morale Gauge that is filled halfway or more. Also, if you defeat your enemy while you still have remaining morale, you will keep the morale that you have remaining.

### Demon Awakening

Press the ✕ button rapidly when in this state to attack using powerful spell attacks. Spells cast in this state do not use SP.

Note: Demon Awakening can be initiated with a Morale Gauge that is filled halfway or more. Also, if you defeat your enemy while you still have remaining morale, you will keep the morale that you have remaining.

# BATTLE MODE

## Avatar Awakening

Unleash the power of your Avatar to perform Data Drain on your enemies. Use this Awakening to acquire Virus Cores (which allow you to power up the Lost Weapons). The bigger the enemy, the more Virus Cores obtained.

Note: Avatar Awakening can only be initiated with a Morale Gauge that is filled to MAX. Your entire gauge is depleted upon use.

## FAVORITE ACTIONS

When you successfully fulfill certain objectives, such as healing your party members or carrying out a Rengeki during battle, messages from your party members will appear. This signifies a Favorite Action, and increases your Morale Gauge.

## ITEMS

Press the △ button during battle to display the Main Menu, and select Items. Confirm your selection with the ⊗ button to display a list of items. Items that you can use during battle are shown in white. Select the item you want and press the ⊗ button to use the item. There are many kinds of items, including items that will aid you in healing as well as others that will assist you in attacking.

# BATTLE MODE

## DEFENSE

**Guard:** Hold the ◉ button to shield yourself from monster attacks.

## EXPERIENCE POINTS

You will earn experience points if you complete a battle by killing all the monsters. You will receive even more points for killing monsters with levels higher than yours, but not as many points for killing monsters with levels lower than yours.

## COMPLETING BATTLE

A battle ends when all of the monsters have been killed, at which point the battle fence will disappear. You will sometimes receive items when you have completed a battle.

## ABILITIES

Depending on the ability of your equipment, certain effects will be added, such as:

**Fire Attack**
After damage has been dealt from a normal attack, there is a chance that the target will sustain additional fire damage.

**Poison Attack**
After damage has been dealt from a normal attack, there is a chance that the target will change to poisoned status.

**Back Stab**
This will turn into a critical hit if the monster is attacked from behind.

## STATUS CHANGES

Monster attacks, spells cast by party members and items can all cause status changes, which can include a gradual loss of HP, parameter increases, changes in attack power and other effects. Most status changes will wear off over time, though ones that involve a gradual loss of HP or SP should be healed as quickly as possible using an item or spell. Some status changes that can affect characters are explained below.

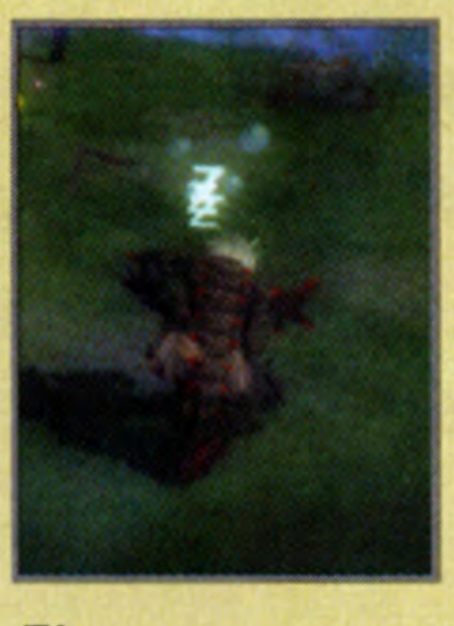
## STATUS CHANGE AND RECOVERY ITEMS

**Poison**
HP will decrease for a set period of time.

Recovery item:
**Antidote Soda**

**Curse**
SP will decrease for a set period of time.

Recovery item:
**Blessing Soda**



**Sleep**
Character will be unable to move for a set period of time unless he or she is attacked.

Recovery item:
**Stimulant Soda**

# BATTLE MODE

## ELEMENTS

There are some monsters that have elements that are related to field or dungeon attributes. Refer to the elements of the areas they inhabit.

### ELEMENT LIST

**Fire:** These monsters attack with fire attacks and are resistant to fire attacks.

**Water:** These monsters attack with water attacks and are resistant to water attacks.

**Wind:** These monsters attack with wind attacks and are resistant to wind attacks.

**Earth:** These monsters attack with earth attacks and are resistant to earth attacks.

**Dark:** These monsters attack with dark attacks and are resistant to dark attacks.

**Light:** These monsters attack with light attacks and are resistant to light attacks.

**None:** This is a type without an element.

## OPPOSING ELEMENTS

Each element has an opposing element, and when the two are brought together they cancel each other out. The weak point of any given element is its opposing element.

**Fire ⟷ Water**
Fire monsters are vulnerable to water attacks and vice-versa.

**Wind ⟷ Earth**
Wind monsters are vulnerable to earth attacks and vice-versa.

**Dark ⟷ Light**
Dark monsters are vulnerable to light attacks and vice versa.

## ARENA

The Arena is a venue built into "The World: R2" where players can challenge each other's abilities. Up to three players can form a team to battle other teams. The team that defeats the opposing team's Leader is the winner. The winning team earns points called "Winner Points" (WP) for each victory in the Arena, and these decide the ranking of the teams.

There are two types of battles in the Arena. "Survival Battle" is a duel of up to five consecutive rounds where the opposing team is automatically chosen for you. "Limit Battle" is a short, decisive match where you can choose your opponent.

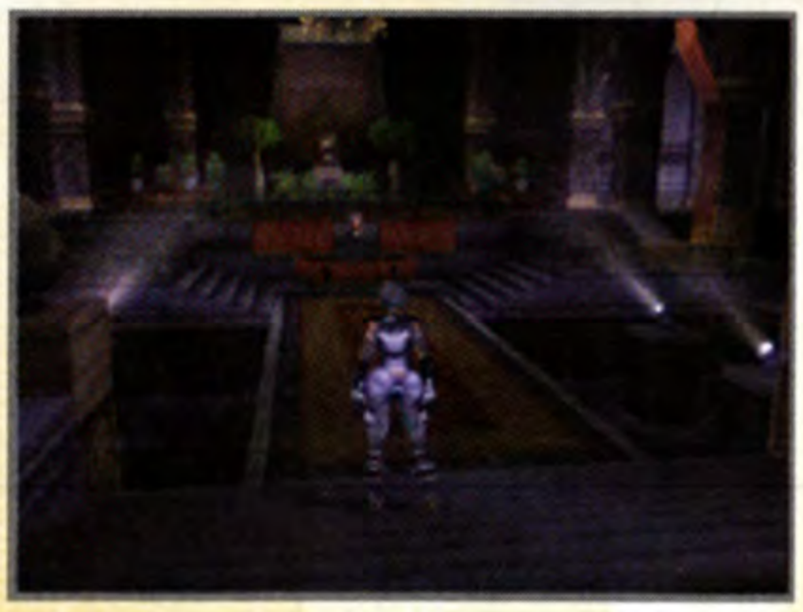
Note: In Vol. 3 you participate in tournaments directly. You will be able to collect WP, but you will not rise in ranking.

### Counterattacks

You can counter your opponent team's skills with the Skill Trigger in Arena Battle by using the Counterattack Trigger. Executed successfully, the Counterattack Trigger can inflict major damage on your opponents and reduce their Morale Gauge.

# GUILD

## Guild @Home



By fulfilling certain objectives, it is possible to move up from an intermediate guild to an advanced guild. When you enter an advanced guild, your @Home will increase in size and its facilities will improve, allowing you to do more. Also, after certain events have taken place, you will be able to use "Cheat Codes" to alchemize Rarity 5 items.

**VIEW STORAGE:** You can store items in your Storage, take them out, or exchange them for money.

**GUILD SHOP:** You can select the items you wish to display in your Guild Shop.

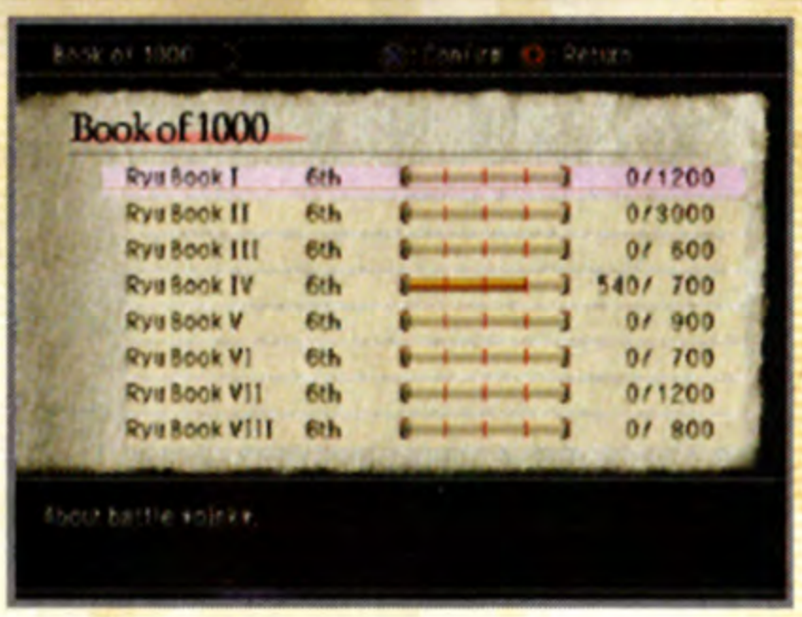
**BOOK OF 1000:** You can look through the Book of 1000.

**EXPAND FACILITY:** Expands your @HOME's facilities. GP is necessary for expansions.

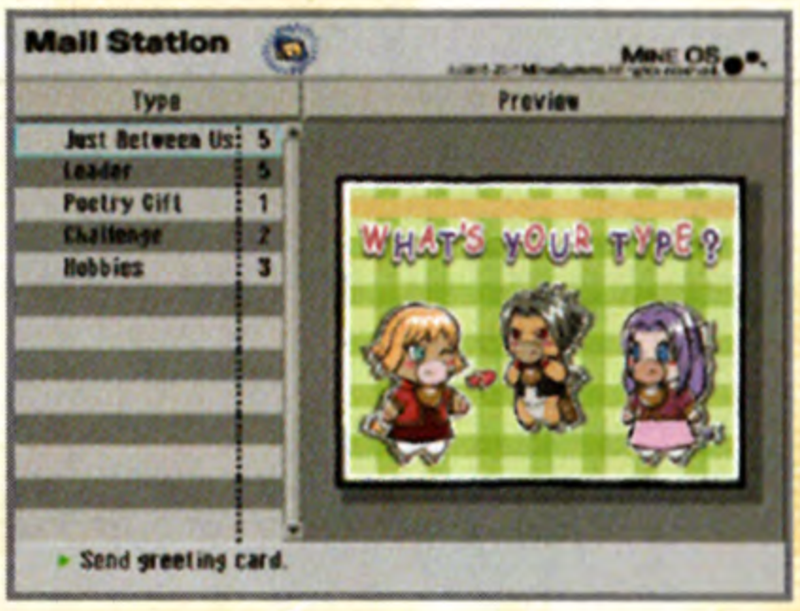
**Alchemy Factory:** Here you can alchemize your weapons, armor, and accessories. Select "Alchemize" and confirm your selection with the ⊗ button. Then select the type of equipment you would like to alchemize and an equippable item to add. Once you confirm by choosing "Yes", the alchemization will begin.

**Bike Factory:** Here you can tune up your Steam Bike with new parts. Select "Tune Up" and confirm your selection using the ⊗ button. Select the part you wish to replace from the list of equipped parts, then choose the bike part you'd like to exchange in its place. Check the gauges, and if you'd like to exchange these parts, select "Yes" and confirm with the ⊗ button. The tune-up will then begin.

**Book of 1000:** You will find this book in your guild's @Home. In the pages of this book, you will find data on the number of battles you have fought, number of items acquired and other pieces of data pertaining to play. Once these figures have reached a certain point, you will be able to obtain greeting cards, movies, wallpaper, background music and other bonuses.


Book of 1000
Ryu Book I 6th 0/1200
Ryu Book II 6th 0/3000
Ryu Book III 6th 0/ 600
Ryu Book IV 6th 540/ 700
Ryu Book V 6th 0/ 900
Ryu Book VI 6th 0/ 700
Ryu Book VII 6th 0/1200
Ryu Book VIII 6th 0/ 800

**Greeting Cards:** Different from regular e-mail, greeting cards are messages that come with various illustrations. When you obtain greeting cards, you can send them by going to "Greeting" under "Mail Station" on the Desktop.




**Movies:** Go to "Movie Player" on the Desktop to view movies that you have acquired. .hack//Roots Episode 6 is a bonus feature you can select through the Movie Player.

**Wallpaper and Background Music:** You can set up Desktop wallpaper and background music that you acquire by going to "Accessories" on the Desktop.

# CRIMSON VS

Crimson VS is a card game played through auto-battle. Players create a deck of four cards and register it for battle. The deck will battle against other players' decks automatically. You can earn more cards through battle in order to create stronger decks.

**Card:**
Here you can make and edit decks, run practice battles between decks and view a list of your cards.

**VS:**
Register for battle and view recent game results in the log.

**Game Tutorial:**
View the rules for Crimson VS.

**End:**
Quit playing Crimson VS and return to the Desktop.

## CREATING DECKS

A deck is made up of four cards, one of which is the General Card and three of which are Unit Cards. A deck is legal so long as the total cost value of the Unit Cards is less than or equal to the General Card's charisma value. You can make up to three decks. When the three Unit Cards are chosen in the right way, they can form a "Delta Combo". Delta Combos have special effects when played in battle.

## BATTLE FLOW

Battle starts off with the Unit Cards fighting against each other. The outcome of the Unit Cards' fight is determined by comparing the Trinity and Cost of each card. Unit Cards that win remain in play; cards that lose are removed. Unit Cards have Junction abilities, such as "HP+1", are passed on from Unit Cards that win their fight to the General Card. When the Unit Cards' three rounds of fighting have finished, a turn-based battle between the General Cards begins. The battle is won by the General Card that manages to knock the other down to 0 HP, or by the one that has more HP remaining after 10 turns have passed.

### GENERAL CARD

Trinity

Charisma value

HP value

AP value (damage dealt to opponent)

### UNIT CARD

Cost

Trinity

Junction Ability

# CREDITS

**Developed by:**

**CyberConnect2 Co. Ltd.**

**Overall Production and Director**
Hiroshi Matsuyama

**Development Support:**

**Design Supervisor**
Yoshiyuki Sadamoto

**Scenario By**
Tatsuya Hamazaki

**Scenario Supervisor**
Kazunori Ito
Miu Kawasaki

**Produced by:**

**NAMCO BANDAI Games Inc.**

**Chief Producer**
Daisuke Uchiyama

**Producer**
Rio Nakata

**Associate Producers**
Masahiko Yoshizawa
Andy Tsai

**Marketing Coordinator**
Seiko Fujisawa
Yutaka Fuse

**North America version localization MiCROViSiON Inc.**

**Published by:**

**NAMCO BANDAI Games America Inc.**

**PRODUCTION**

**Director of Bandai Localization**
Takahiro Sasanoi

**Senior Product Manager**
Atsushi Minowa

**Localization Specialist**
Masahiro Knittel

**MARKETING & PR**

**VP of Sales & Marketing**
Andrew Lelchuk

**Director, Marketing and PR**
Todd Thorson

**Associate Product Marketing Manager**
Aaron Krause

**Associate PR Manager**
Kit Ellis

**PR Coordinator**
Robert Ely

**National Sales Manager**
Brian Schorr

**In-House Counsel**
Janna Smith

**Director of Operations**
Glen A. Cureton

**Senior Operations Manager**
Jennifer Tersigni

**QA and Customer Support Manager**
Chuck McFadden

**Video/Product Coordinator**
Daryle Tumacder

**QA Lead**
Kenrick Mah

**QA Assistant Lead**
Geoff Tuttle

**QA Testers**
Brian Buckentin
James Cho
Jonathan JayLando Dipratna
Cris Fujii
Alex Gannaway
Michael Peter Gower
Adam Lee
William Wei-i Lu
Douglas Morrison
Tyler Petro
Jared Rosmarin
Michael So
John VanOsten
Abelina Villegas

**CQC Team**
Douglas Morrison
Arif Sinan
Shin Young

**Special Thanks**
Genichi Ito
Makoto Iwai
Shuji Nakata
Tom Usher Designs

This software was created and designed in conjunction with fonts owned by FontWorks Japan Co., LTD. The name FontWorks Japan Co., LTD. and the names of those fonts are trademarks or registered trademarks of FontWorks Japan Co., LTD.

.hack® //G.U.™ & © 2007 NAMCO BANDAI. © 2007 NAMCO BANDAI Games Inc. Redemption is a trademark of NAMCO BANDAI Games America. NAMCO BANDAI Games logo is a trademark of NAMCO BANDAI. Published and distributed by NAMCO BANDAI Games America Inc. .hack and related characters, names, logos, distinctive likenesses, drawings and other images contained in this product are the exclusive property of NAMCO BANDAI. Used under license from NAMCO BANDAI. All rights reserved. All other trademark and trade names are the properties of their respective owners.

# LIVE HELP NOW AVAILABLE ONLINE!

**Ever get stuck and just need that extra edge to beat the level?**
**Having problems getting your game to work properly?**
**Now you can get one-on-one help from NAMCO BANDAI Games America Inc.**
**using your web browser!**

## Simply go to livehelp.namco.com for more details.

**Live Counselors available from 9am-5pm Monday-Friday Pacific Time.**


**NAMCO BANDAI Games America Inc.**
**ATTN: Customer Service**
**4555 Great America Parkway, Suite 201**
**Santa Clara, CA 95054**


Before returning any defective materials to us, please contact us for a Return Merchandise Authorization (RMA) number. You can reach us at the address above, via e-mail at support@namcobandaigames.com or contact us at (408) 235-2222. Please note that any materials sent to us without an RMA number will be refused and returned. We highly recommend that you use a traceable and / or insured method of shipping the materials to us.

## NAMCO BANDAI Games America Inc. Online:
## www.namcobandaigames.com
## Visit our Website to get information about our new titles.

## LIMITED WARRANTY

NAMCO BANDAI Games America Inc. warrants to the original purchaser that this NAMCO BANDAI Games America Inc. game pack shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, NAMCO BANDAI Games America Inc. will repair or replace the defective game pack or component part , at its option, free of charge.

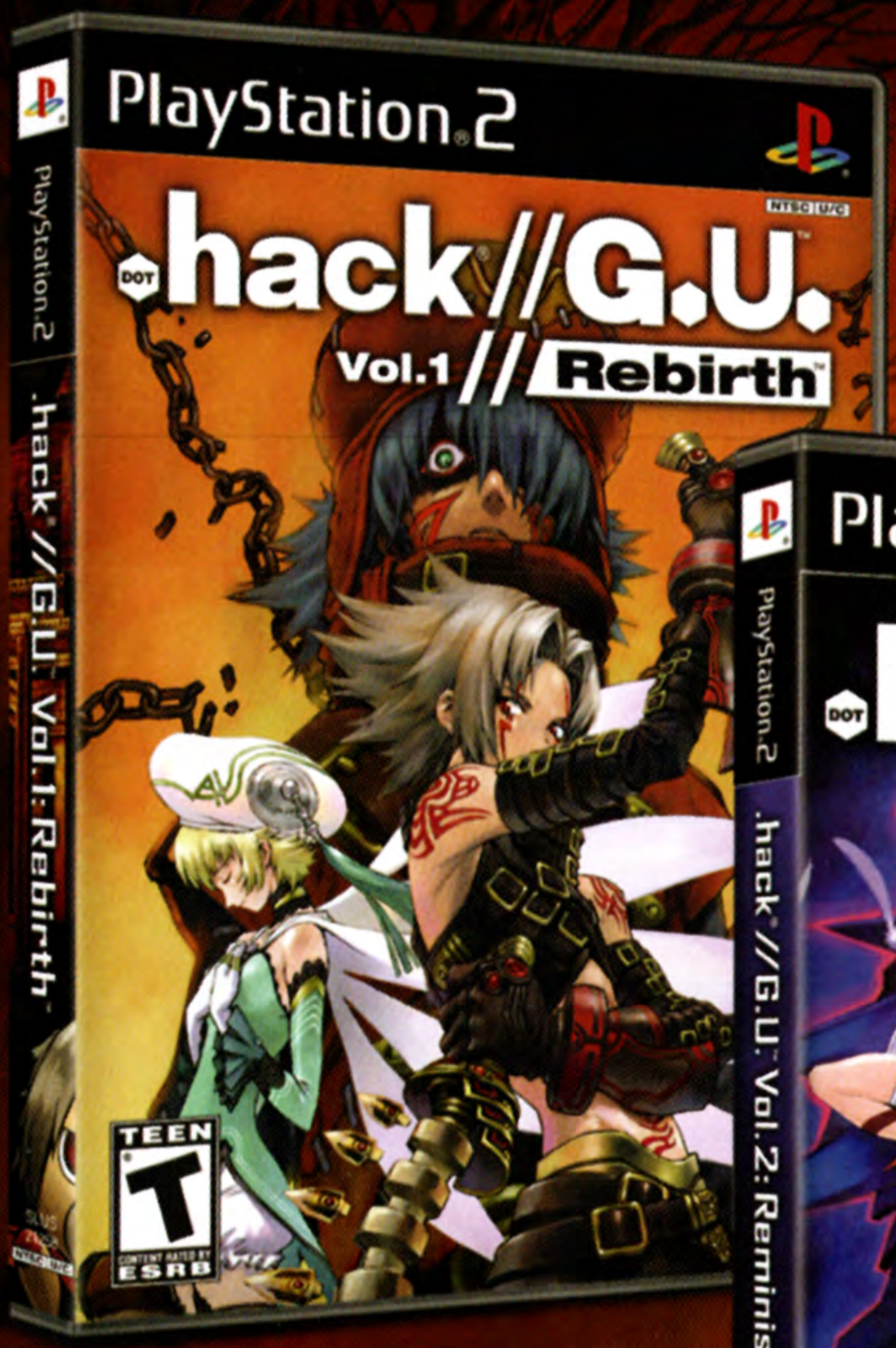
This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

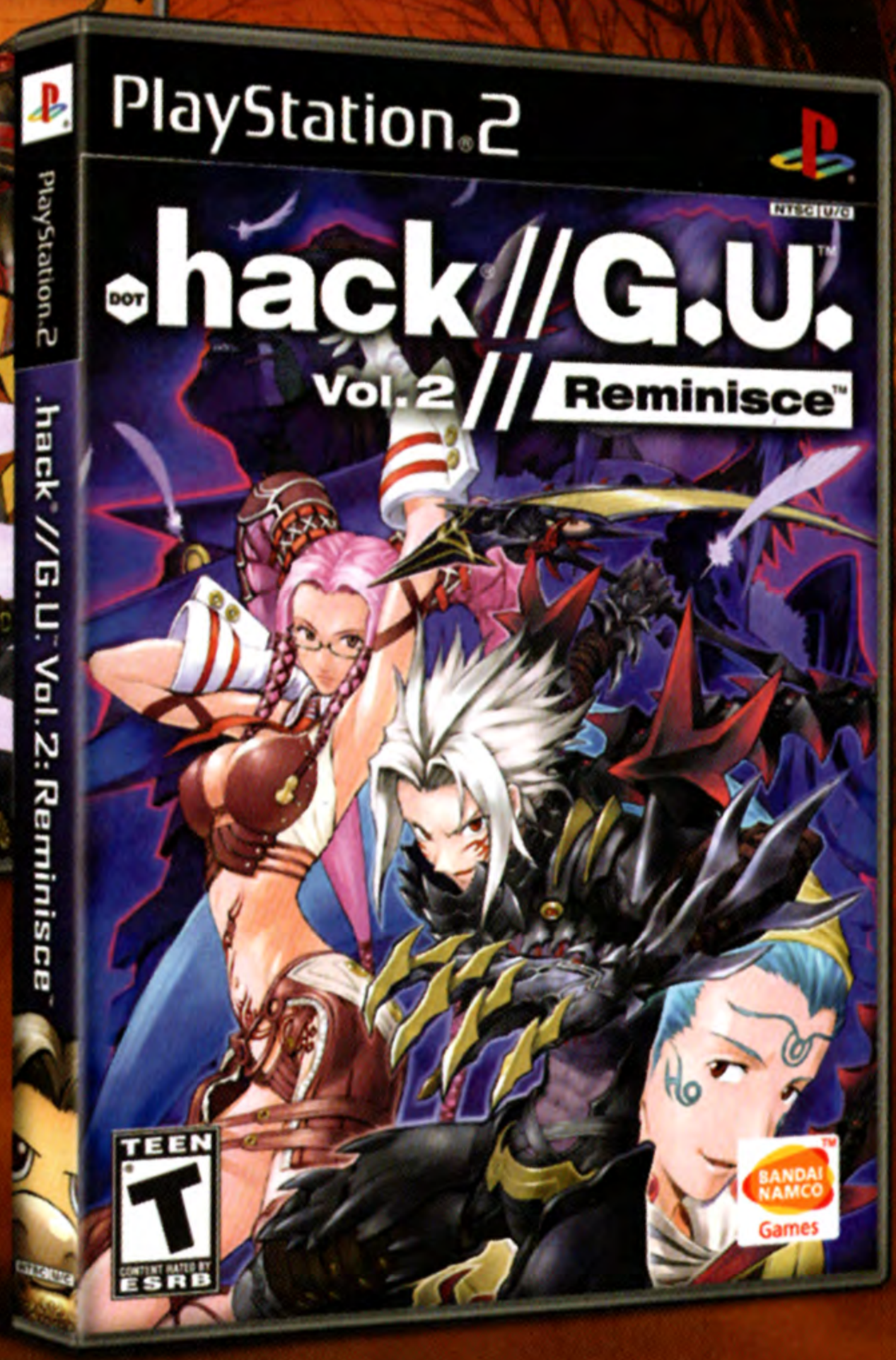
## LIMITATIONS ON WARRANTY

Any applicable implied warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall NAMCO BANDAI Games America Inc. be liable for consequential or incidental damages resulting from the possession or use of this product. The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

To register product online go to
WWW.NAMCOREG.COM

# COMPLETE THE .hack//G.U.™ TRILOGY TODAY!




## IN STORES NOW!

HACK INTO:

**WWW.DOTHACK.COM/GU/**

Cyber Connect 2 Co.,Ltd.
GAMESOFT DEVELOPMENT COMPANY

BANDAI NAMCO Games

www.namcobandaigames.com

TEEN
T
CONTENT RATED BY ESRB

Alcohol Reference
Fantasy Violence
Language
Suggestive Themes

PlayStation 2

.hack® //G.U.™ & © 2007 NAMCO BANDAI. © 2007 NAMCO BANDAI Games Inc. Rebirth and Reminisce are trademarks of NAMCO BANDAI Games America. NAMCO BANDAI Games logo is a trademark of NAMCO BANDAI. Published and distributed by NAMCO BANDAI Games America Inc. .hack and related characters, names, logos, distinctive likenesses, drawings and other images contained in this product are the exclusive property of NAMCO BANDAI. Used under license from NAMCO BANDAI. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademark and trade names are the properties of their respective owners.